Backyard NBA BASKETBALL®

Tim Duncan

Play with the Pros as Kids!®

EVERYONE

CONTENT RATED BY ESRB

ATARI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

TABLE OF CONTENTS

Getting Started 2

Controls 3

Saving and Loading 4

Welcome to *Backyard Basketball*® 5

Main Menu 5

Options 5

Pick-Up Game (1-4 Players) 6

Season Play (1-3 Players) 9

Mini-Games (1-2 Players) 10

Game Screen 11

Pause Menu 12

Hall of Fame 12

Goodies 12

Official BBA Rules 13

Stats 14

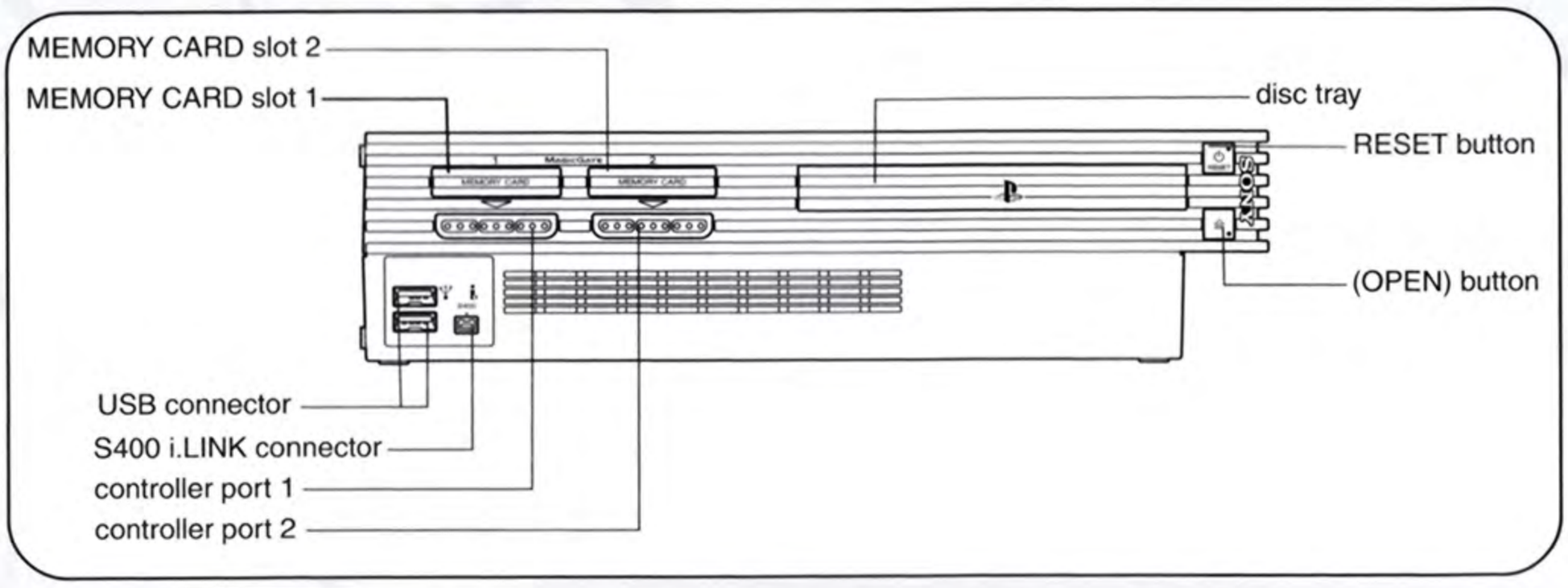
Credits 15

Atari Web Sites 17

Technical Support 17

End-User License Agreement 19

GETTING STARTED



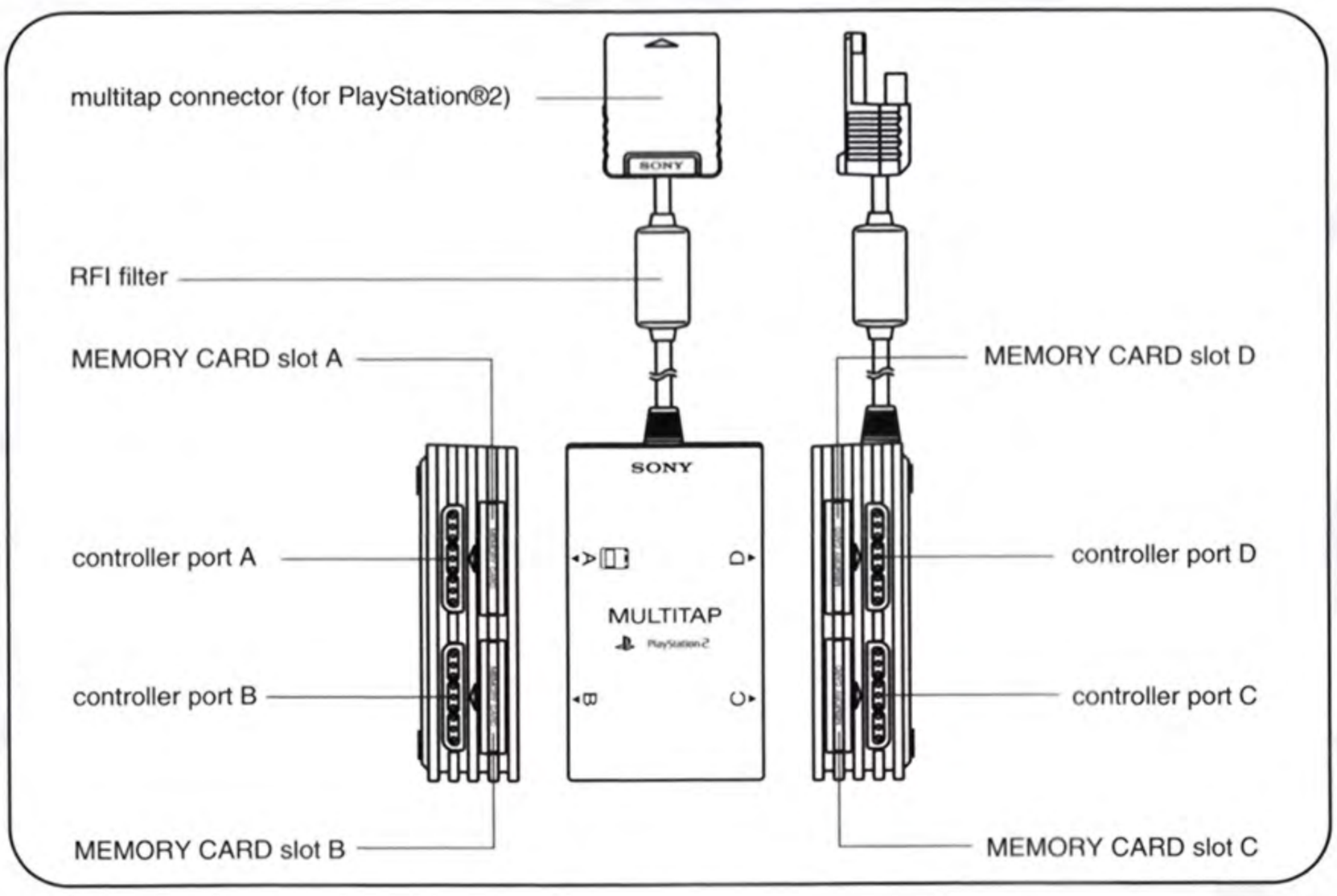
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the standby/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Backyard Basketball*® game disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Insert a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 if you wish to load a saved game or save a game. *Backyard Basketball* requires 100KB of free space on your memory card to save your game progress.

Note: Never remove the memory card or turn the console power OFF when loading or saving a game. It is also advised that you do not insert or remove accessories once the power is ON. Make sure there is enough free space on your memory card before commencing play.

Note: The game supports DUALSHOCK®2 analog controller. Digital controllers are not supported.

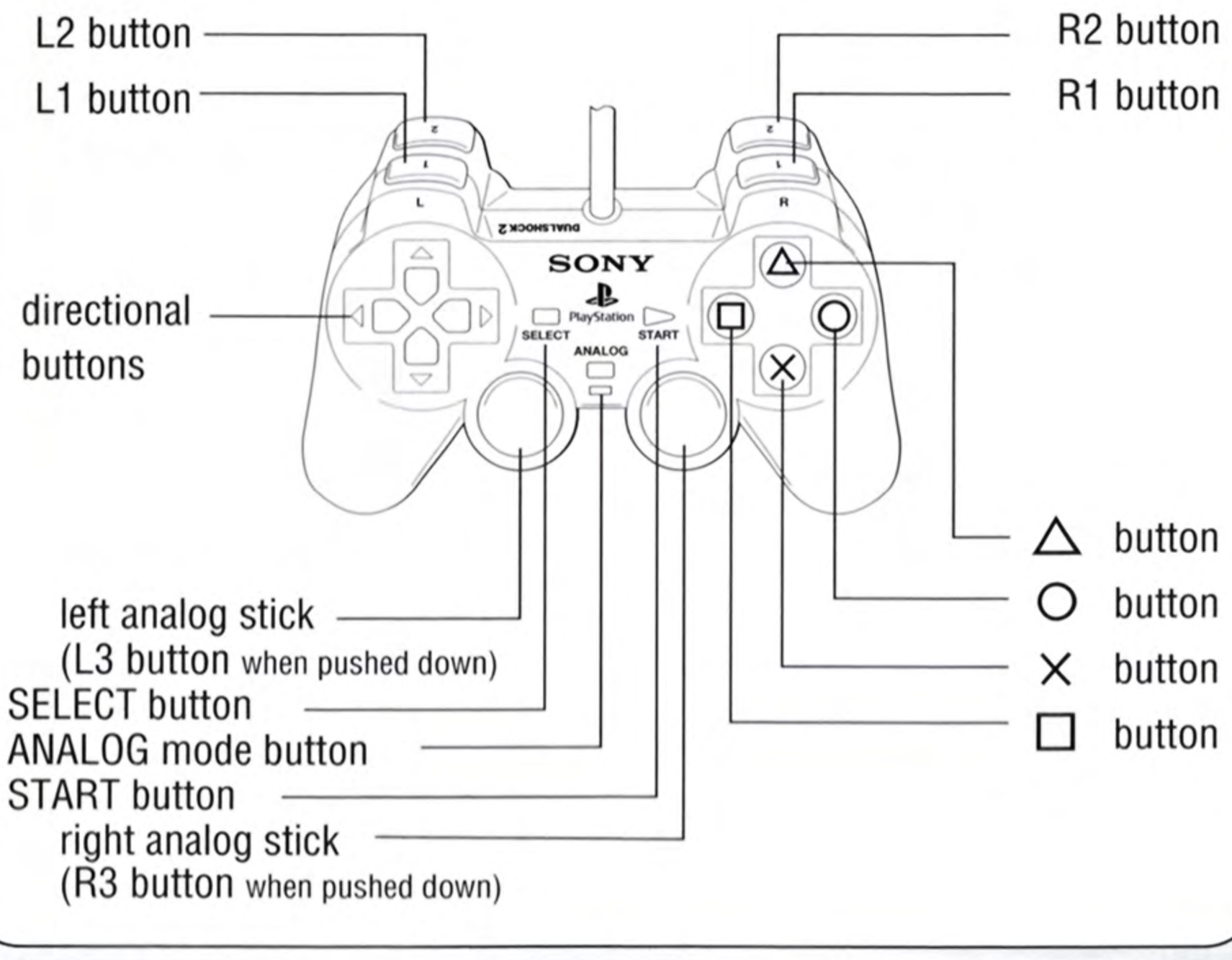
Multitap



If three or more people are competing in *Backyard Basketball*, you must have a multitap (for PlayStation®2) connected to the PlayStation®2 game console. Refer to the instructions that came with your multitap for information on how to connect it to the PlayStation®2 game console.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



Menu Controls

CONTROL	ACTION
left analog stick or **directional buttons**	Navigate menu/Toggle menu choice
✖ **button**	Accept menu choices
▲ **button**	Previous menu/Exit/Cancel
✖ **button** or **START button**	Save changes (Options Menu)
✖ **button** or **START button**	Skip animation

On The Court

CONTROL	ACTION
left analog stick	Move player
START button	Pause game

Offesive Controls

CONTROL	ACTION
■ **button**	Shoot
✖ **button**	Pass
▲ **button**	Dribble fake
● **button**	Spin
R1 button	Sprint
R2 button	Back down defender
L1 button	Screen
L2 button	Activate Icon Passing mode

Defensive Controls

CONTROL	ACTION
▲ button	Rebound/Jump
■ button	Steal
✖ button	Switch player
R1 button	Sprint
R2 button	Defensive stance

SAVING AND LOADING

Your Season Play progress is automatically saved following the completion of each *Backyard Basketball* season game. To pick up exactly where you left off in the schedule, simply sign in as the same coach. **Note:** Your Mini-Games progress is also saved automatically. However, games played in Play Now mode and Pick-Up Game mode are not saved.

Each saved coach takes up 100KB on your memory card (8MB) (for PlayStation®2). The only limit to the number of coaches you can save is the capacity of the memory card. See "Choose Coach Screen" on page 9 for instructions on deleting coaches.

The Global Options file, which contains game settings and any unlocked extras, takes up an additional 81KB on the memory card. Only one Global Options file is saved per memory card.

Note: The game supports a memory card in MEMORY CARD slot 1. MEMORY CARD slot 1-A is also supported if using a multitap. MEMORY CARD slot 2 is not supported.

WELCOME TO BACKYARD BASKETBALL®

Control all of the awesome hoops action when kid versions of NBA stars join the Backyard Kids! Pick your favorite pros — like Tim Duncan, Yao Ming, Tracy McGrady, Paul Pierce, Vince Carter and others — and hit the court for some crazy b-ball excitement. Nail jump shots, pick off passes and throw down slam dunks like a superstar.

MAIN MENU

The Main Menu is the starting point for all of the Backyard Basketball Association (BBA) action. Choose from the following menu options:

PLAY NOW (1-4 Players) – Jump into a quick game of hoops with randomly selected teams, players and court. The results of Play Now games are not saved — they do not affect Season Play statistics.

PICK-UP GAME (1-4 Players) – Play a single game where you can choose a court, teams and players. The results of Pick-Up games are not saved — they do not affect Season Play statistics (see pages 6-8).

SEASON PLAY (1-3 Players) – Compete for the BBA championship in a 14-game season (see pages 9-10).

MINI-GAMES (1-2 Players) – Play a quick game of Around the World, Hot Shot or Horse. You can also work on your basketball skills in Practice mode (see page 10).

MEET THE PLAYERS – Check out each player's background info and skill ratings.

HALL OF FAME – Display all of the BBA championship trophies and a list of coaches who won them. You can also view the All Time Records (see page 12).

GOODIES – You can unlock secret courts, players and graphical special effects in Season Play mode and Mini-Games mode. Check here often to see which extras have been unlocked (see page 12).

OPTIONS – Adjust game rules and sound settings, or replay the intro movie (see below).

OPTIONS

Rules: See "Game Setup Screen" on page 6.

Sound: Toggle the following sound options ON/OFF:

- Front-End Music (menu music)
- Menu Sound FX
- In-Game Music
- Commentary
- In-Game Sound FX
- Chatter
- Background Sound FX

Replay Intro Movie: Replay the *Backyard Basketball* Intro Movie.

PICK-UP GAME (1-4 PLAYERS)

Play a single game where you set the rules, and then choose a court, teams and players. Pick-Up games do not affect Season Play statistics.

Game Setup Screen

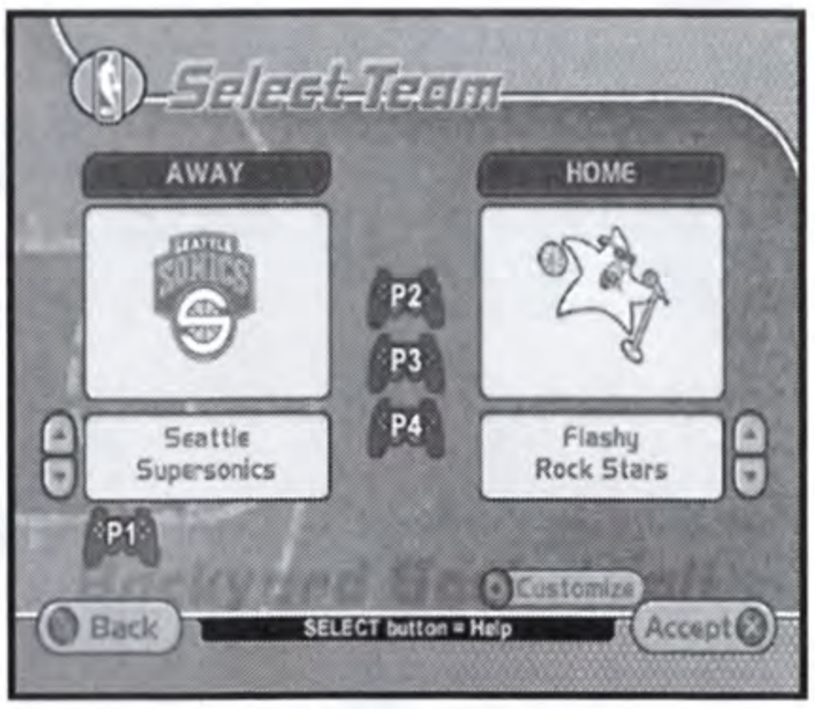
There are three preset difficulty levels from which to choose: **Easy**, **Medium** and **Hard**. Depending on which level you choose, the following settings are toggled ON/OFF. You can also change these settings individually.

SETTINGS	DESCRIPTION	DIFFICULTY DEFAULTS EASY	MEDIUM	HARD
Qtr. Length	Determines how long each quarter lasts	**3 minutes**	**3 minutes**	**3 minutes**
Power-Ups	Players earn special abilities by collecting power-ups.	**ON**	**ON**	**ON**
Fatigue	Players tire over the course of the game, making player substitutions necessary. As a player fatigues, his or her player marker appears darker.	**OFF**	**OFF**	**OFF**
Fouls and Violations	A player who makes excessive contact is charged with a foul, resulting in free throws for the opposing team. See "Official BBA Rules" on page 13.	**OFF**	**OFF**	**ON**
Shot Ring	The yellow Shot Ring icon assists with shooting. When set to OFF, the game aims the ball for you automatically.	**OFF**	**ON**	**ON**
Vibration	Toggle analog controller (DUALSHOCK®2) vibration ON/OFF.	**ON**	**ON**	**ON**

Select Team Screen

Controller Select

Each player assigns his or her analog controller (DUALSHOCK®2) icon to either the Home team or the Away team. **Note:** A multitap is required for 3-player and 4-player gameplay (see "Getting Started" on page 2 for multitap setup instructions).



Team Select

Use the **left analog stick** or **up** and **down directional buttons** to pick team names. You are free to choose from all 30 NBA teams and 19 Backyard teams.

When you are satisfied with your choices, press the **✖ button** to accept and continue to the Draft Players screen.

Draft Players Screen

Logo and Valve

Just like in a real neighborhood game, teams play the traditional Logo and Valve guessing game to determine who chooses first.

Pick Players

Teams alternate picking players, until both teams have chosen five kids. Select from 10 NBA players as kids, as well as the 30 Backyard regulars. You can also create your own players and customize their hair, body type, name and more!

As you cycle through the available players, their portraits and skill ratings appear on-screen. Press the ● **button** to display a player's info (see below), or press the ✖ **button** to pick the player. **Note:** You can sort players by different categories such as "Quickest," "Best Outside Shot" or "Best Defense."

Player Info

Display a player's info to view his or her background info and skill ratings. You can also cycle through other players and see their info. Press the ▲ **button** to exit.

Rookie Players

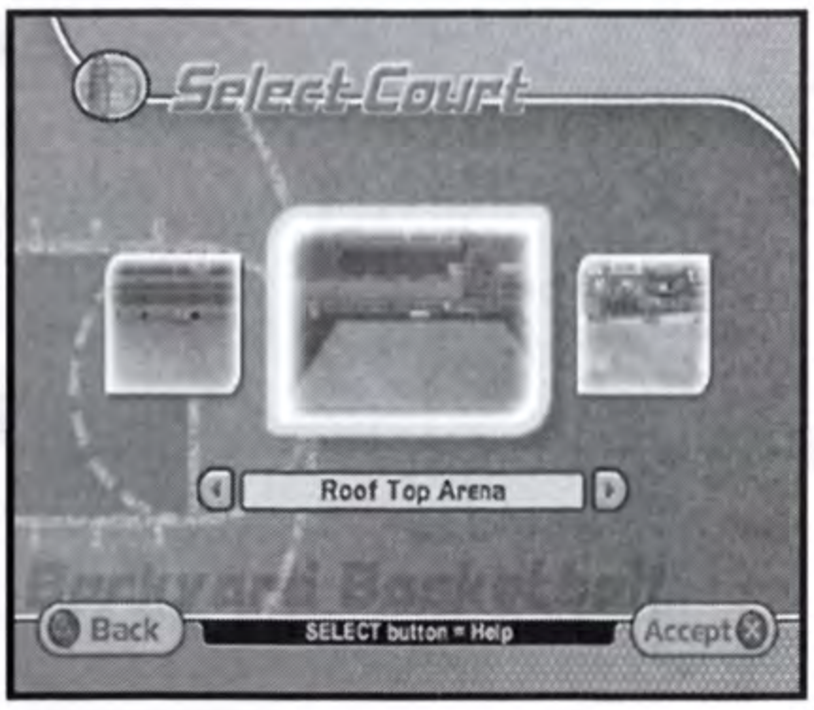
Create up to five customized "rookie" players per team. Select one of the "?" player icons and press the ✖ **button**. Create a name for your player, and then customize your rookie's physical attributes, accessories and skills. Use the **left analog stick** or **directional buttons** to distribute the available skill points across the skill options and then press the ✖ **button** to finalize your new player.

When players are picked, their pictures are grayed-out. When all five players have been chosen for both teams, the Select Court screen appears.

Note: Press the **START button** at any time if you want the game to "Auto Pick" the rest of your team for you (or for both teams in multiplayer games).

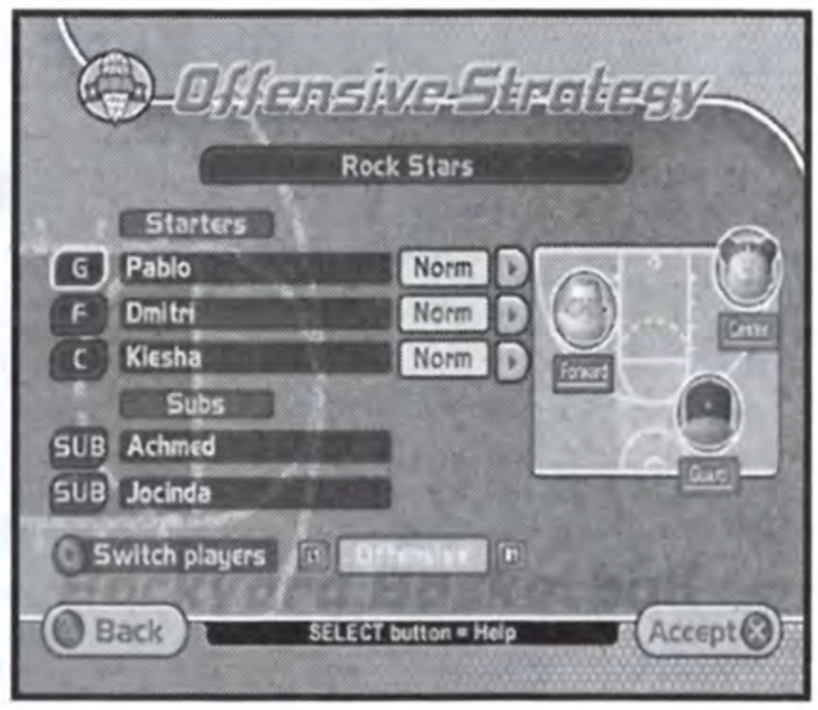
Select Court Screen

Choose from a variety of available courts, including indoor arenas, outdoor stadiums and a rooftop gym. When satisfied with your choice, press the ✖ **button** to continue to the Strategy screen.



Strategy Screen

Set your player positions, offensive strategy and defensive strategy here.



Player Positions

Select three players for your starting lineup and keep your other two players as substitutes. To change a player's position, use the ● **button** to select the player, and then move the player to the new position using the **left analog stick** or **up** and **down directional buttons**. Press the ● **button** again to confirm.

Offensive/Defensive Strategy

Use the **L1 button** or **R1 button** to toggle between Offensive strategy setup and Defensive strategy setup. For each of your starting players, use the **left analog stick** or **left** and **right directional buttons** to choose one of the following strategies:

Offensive Strategies

Norm: The player plays normal, everyday offense.

Fast: When a shot is taken, the player runs to half court so they can get out on the fast break.

Crash: When a shot is taken, the player runs under the basket to rebound.

Defensive Strategies

Norm: The player plays normal, everyday defense.

Loose: The player gives a little extra "cushion" to the opponent that he or she is guarding.

Tight: The player stays very close to the person that he or she is guarding.

When satisfied with your choices, press the ✖ **button** to start your game!

Pre-Game Commentary

Before the tip-off, commentators Sunny Day and Barry DeJay announce the team matchup and starting players. If you want to get right into the action, you can press the **START button** or ✖ **button** to skip the commentary.

SEASON PLAY (1-3 PLAYERS)

Get ready for the rigorous 14-game BBA season!

Choose Coach Screen

Create a new coach and begin a new BBA season, or select an existing coach to resume a season in progress. You can also delete one or more coaches.

New Coach

Enter a new coach name, up to 14 characters long. When finished, select Done and then press the ✖ **button**. Press the ✖ **button** again to confirm and sign in.

Sign In Existing Coach

To resume a season in progress, select an existing coach and press the ✖ **button** to confirm and sign in. You will skip ahead to the Sidelines screen (see page 10).

Delete a Coach

To delete a coach, select the coach you want to delete and press the ● **button** to confirm.

Game Setup Screen

There are three preset difficulty levels from which to choose: **Easy**, **Medium** and **Hard** (see "Game Setup Screen" on page 6 for details). In Season Play mode, there are two Draft Style settings from which to choose: Traditional where you alternate picking single players, and First Five where you pick all of your players first and then the rest of the league picks their players. **Note:** Game Rules settings cannot be modified mid-season.

Select Team Screen

Set the following Season Play team options:

Team: You are free to choose from 29 NBA teams and 19 Backyard teams.

Uniform: Choose a Home- or an Away-style uniform for your Backyard team. ***Note:*** NBA team uniforms may not be customized.

Primary: Change the main color of the Backyard team jersey.

Secondary: Change the color of the stripe on the Backyard team jersey.

Accent: Change the color of the Backyard team trim.

Division: Select an NBA division for your Backyard team. ***Note:*** NBA teams remain in their real NBA divisions.

Note: In Season Play mode, the league consists of 32 teams: 29 NBA teams and 3 Backyard teams.

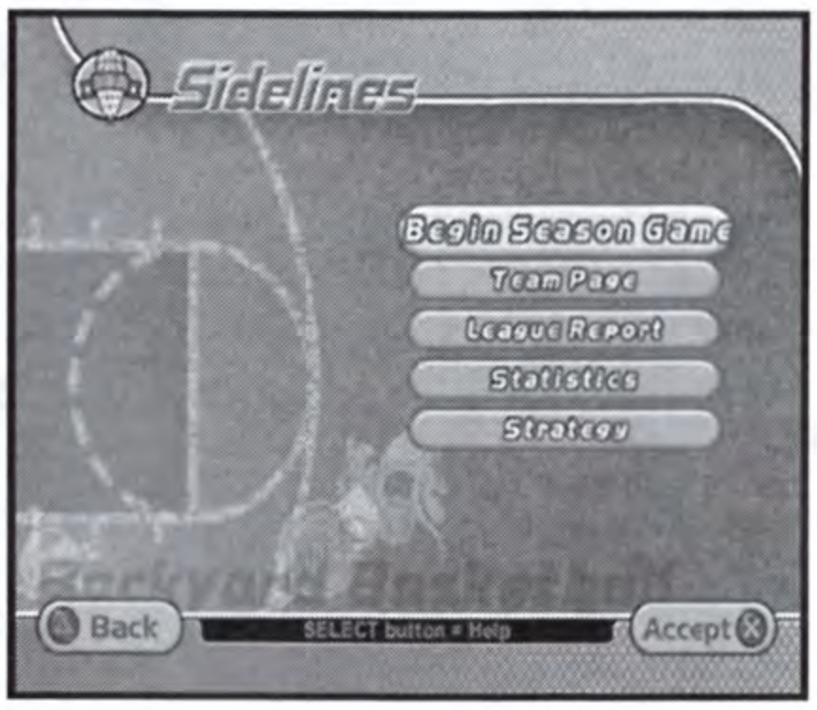
Select Court Screen

Select from a variety of available courts including indoor arenas, outdoor stadiums and a rooftop gym. Be sure to check for unlocked courts — there may be new ones from which to choose.

Draft Players Screen

Draft players for your team. Select from 10 NBA players as kids, as well as the 30 Backyard regulars. You can also create your own "rookie" player. (See "Draft Players Screen" on page 7 for details.) When you are finished drafting players, the Sidelines screen appears.

Sidelines Screen



Begin Game: Start your BBA season, or play the next game on your schedule.

Team Page: Display your team photo and player info.

League Report: Display the current season standings, schedule and more.

Statistics: Display player stats and team stats.

Strategy: Set up your offensive and defensive strategies.

MINI-GAMES (1-2 PLAYERS)

Around the World

Around the World is a one-on-one, turn-based game. Each player tries to be the first to make a shot from each of 19 preset positions around the court. Shots are taken in a predetermined order.

Hot Shot

Hot Shot is a one-on-one, round-based game. In this game, each player can select from several shooting locations on the court. Every location has its own point value. There are three rounds of play, and the player with the most points at the end of the third round is the winner.

Horse

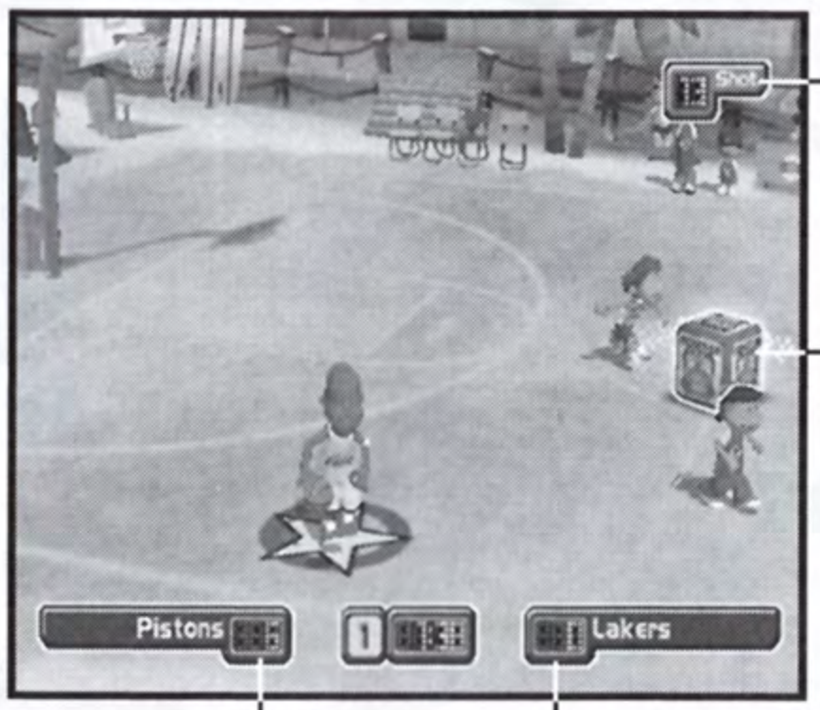
Horse is a one-on-one, turn-based game. Each player may shoot from anywhere on the court. If he or she makes the shot, then the other player must make a shot from the same location. When a player misses a required shot, he or she gets a letter. When he or she has enough letters to spell the word HORSE, the game is over, with the win going to the opposing player.

Practice Mode

Select a court, then practice your shooting, passing and dribbling skills. When you're finished practicing, press the **START button** and then select Quit to Main Menu.

GAME SCREEN

On the Court

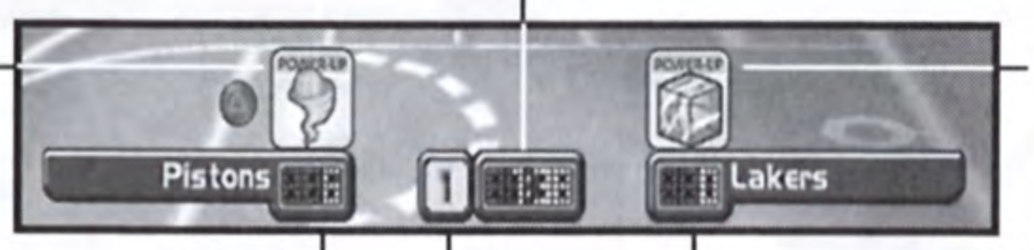


Shot Clock

Power-up

Scoreboard

Scoreboard Detail



Game Clock

Away Team Power-Up

Home Team Power-Up

Away Team Score

Home Team Score

Current Quarter

Gameplay Icons

Selected Player Marker

An empty circle icon highlights the player you are currently controlling. The icon has a star in it when you have possession of the ball.

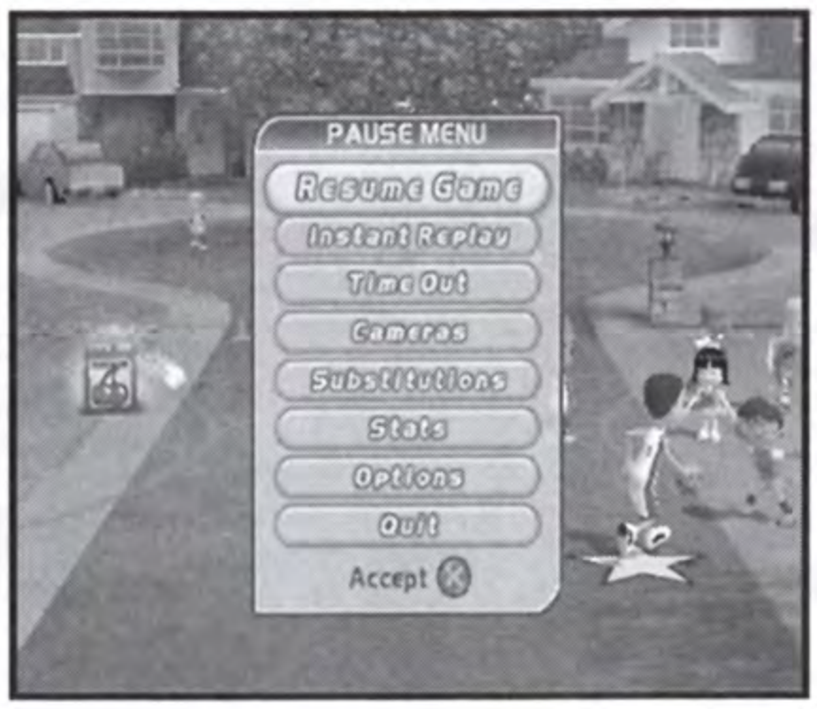
Shot Ring

For the most accurate shot, shoot the ball when the yellow Shot Ring icon is just above the rim. **Note:** Shot accuracy is done for you automatically when the Shot Ring option is set to OFF (see "Game Setup Screen" on page 6).

Icon Passing

Press and hold the **L2 button** to activate Icon Passing. Icon Passing enables you to pass directly to a teammate by assigning a specific button to him or her.

PAUSE MENU



When things get hectic, don't forget — you can pause the game by pressing the **START button**. From the Pause Menu, choose from the following options:

Resume Game: Return to the current game.

Instant Replay: Watch your last play in slow motion.

Timeout: Review how many timeouts you have left and stop the action so that you can substitute players. Remember, you can only call a timeout when you have the ball!

Cameras: Change the camera view. There are three camera options from which to choose:

- **Action Camera:** The camera scrolls from side to side.
- **Press Camera:** A fixed-position camera pans from side to side (default).
- **Tight Camera:** The camera zooms in on the player with the ball.

Substitutions: Substitute a player.

Stats: View the statistics of both teams on the court.

Options: Adjust game rules and sound options.

Quit: End the current game and return to the Main Menu.

HALL OF FAME

Backyard Champions

Check out all of the BBA Championship trophies and a list of coaches who won them.

All Time Records

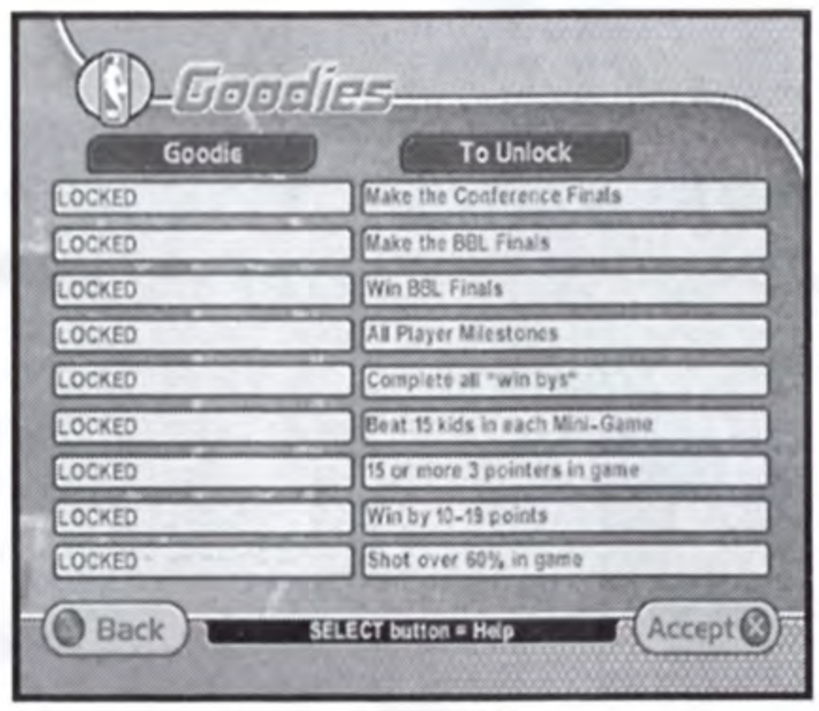
View the greatest achievements in *Backyard Basketball*.

Credits

Click on Credits to view a list of the people who helped create the game.

GOODIES

The Goodies screen displays all of the game extras you have already unlocked and tells you how to unlock more! Use the **left analog stick** or **up** and **down directional buttons** to see more goodies.



OFFICIAL BBA RULES

Backyard Basketball uses rules similar to those used by the National Basketball Association, with a few modifications.

Scoring

Field Goal: A successful shot taken from inside the 3-point line is worth 2 points.

3-Point Field Goal: A successful shot taken from beyond the 3-point line is worth 3 points.

Free Throw: A player is given one, two or three uncontested ("free") shots at the basket from the free throw line. Each successful free throw is worth 1 point.

Possession

Play begins with a jump ball at center court. A player from each team stands in the center circle and attempts to tip the ball to a teammate.

After a team makes a basket, the other team begins its possession by first taking the ball out of bounds and then passing the ball to a teammate.

Each team is given 24 seconds in which to shoot the ball. The shot clock resets when a shot is made, when the ball hits the rim or when a turnover occurs. If the shot clock reaches 0, possession is given to the opposing team.

Time

Four quarters, variable time setting.

Overtime (O.T.) consists of 1-minute quarters.

24-second shot clock.

Clock stops on violations, fouls, turnovers, substitutions and timeouts.

Each team is given 6 timeouts per game, and then 1 timeout per O.T. quarter.

Fouls

Defensive: A defensive player who pushes or makes excessive contact with an offensive player is charged with a foul.

Offensive: An offensive player who runs into a defensive player that has established a set position on the court is charged with a foul.

STATS

Individual player and team statistics are tracked throughout each BBA season. The following tables describe each category that is tracked by the game.

PLAYER STATS	
Games	Games played
MIN	Minutes played
MPG	Minutes played per game
PPG	Points per game
PTS	Total points
RPG	Rebounds per game
DEF	Defensive rebounds
OFF	Offensive rebounds
REB	Total rebounds
AST	Assists
FGA	Field goals attempted
FGM	Field goals made
FG%	Field goal percentage
3PTA	3-point shots attempted
3PTM	3-point shots made
3PT%	3-point shot percentage
FTA	Free throws attempted
FTM	Free throws made
FT%	Free throw percentage
BLK	Total blocks
BPG	Average blocks per game
STL	Steals made to date
SPG	Steals per game
TO	Turnovers
TOPG	Turnovers per game
FOULS	Fouls incurred to date
FPG	Fouls per game

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ATARI WEB SITES

To get the most out of your new game, visit us at:

http://www.atarikids.com

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

www.us.atari.com/freebies

If you would like to chat with other gamers, as well as developers, visit our Community Forum area at:

www.ataricommunity.com

Kids, check with your parent or guardian before visiting any web site.

Chat Messages: Atari does not monitor, control, endorse, or accept responsibility for the content of chat messages. You are strongly encouraged not to give out identity or other personal information through chat message transmissions. Kids, check with your parent or guardian if you are concerned about any chat you receive.

Use of Atari web sites is subject to terms and conditions, which you can access at:

www.us.atari.com/terms_of_service.asp

TECHNICAL SUPPORT (U.S. & CANADA)

Help Via the Internet

Up-to-the-minute technical information about Atari products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.atarisupport.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

Help Via Telephone in the United States & Canada

For phone assistance, call **Atari Technical Support** at **(425) 951-7108**. Our **Interactive Voice Response** system is generally available 24/7, providing automated support solutions immediately.

This console-based product has automated support, which includes information such as gameplay tips, information on Control Keys, possible Cheat Code combination keys, and instructions for finding secret screens and/or additional game levels (if these type of items exist and are made available for this particular product).

Great News! We've improved our Automated Systems so that you can get product-specific Troubleshooting help more quickly. All you need to do is enter the product's **Part #** when prompted to do so. This will take you directly to all of our known issues and solutions for this title. The product's **Part #** is located in several places (on the CD label, Game Pak, package and/or plastic disc case, if applicable) and is usually identified by a number such

as **04-12345**. When prompted by the Automated System, enter the **last five digits** of your product's Part #. (For example, Part # 04-12345 would require that you enter the "12345" portion of the number for that product.) **Note:** Some products simply feature a five-digit Part # without an "04-" prefix.

Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. You will receive the mailing address when the technician gives you the RMA#. Any materials not containing this RMA# will be returned to you unprocessed.

Warranty Policy in the United States & Canada

If our technicians determine that the product storage medium is found to be defective within ninety (90) days of original purchase, (unless otherwise provided by applicable law), Atari will replace the item free of charge, to the original purchaser, if the item is accompanied by the original dated receipt and packaging.

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